KEEP HORRORS FROM THE PLAYERS' EYES

The four sturdy panels of this *Handler's Screen* [redacted] stretch across your table like an unsassailable barrier between what we perceive and what is real, between the known and the incomprehensible, between the players and their Handler.

Each interior panel presents the Handler with the most important rules and concepts of *Delta Green: The Role-Playing Game*, distilled by strange alchemy to their crystalline essences: Using Stats & Skills; Combat; Wounds & Ailments; Sanity & Willpower.

For the players, the exterior offers no hints, no help, no hope, only fragmentary images from *Delta Green* operations. Perhaps they can serve as warnings of the risks and costs of confronting unnatural horrors. Agents must learn wariness. They must learn to prepare. They must learn fear.

Use the *Handler's Screen* with *Delta Green: The Role-Playing Game* or the free quickstart rules in *Delta Green: Need to Know*. Further operations are available from Arc Dream Publishing.

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DELTA GREEN

HANDLER'S SCREEN

(TS/TC) [redacted]

(TS/TC) SUBJECT: OPERATION FLYWHEEL DEBRIEFING TRANSCRIPT

[redacted]

1. (TS/TC) AS FROM A FOUNTAIN CONTINUALLY FLOWING OUT OF THE CITY, THE ROMAN CAMP WAS QUICKLY AND PLENTIFULLY FILLED UP WITH FRESH MEN, NOT AT ALL ABATING IN COURAGE FOR THE LOSS THEY SUSTAINED BUT EVEN FROM THEIR VERY ANGER GAINING NEW FORCE AND RESOLUTION TO GO ON WITH THE WAR.

2. (TS/TC) OPS, THIS IS OVERWATCH. FIRST AGENT IS APPROACHING NOW. FAR END OF THE PARK. TWO MINUTES OUT. WAS ALL THAT MEANT FOR US?

3. (TS/TC) PLUTARCH. LIFE OF PYRRHUS. JUST THINKING OUT LOUD. THE ONE TIME EVERY COUPLE MONTHS IT'S SAFE TO THINK OUT LOUD. I ALMOST TAUGHT CLASSICS, YOU KNOW.

3. (TS/TC) KEEP SAYING SHIT LIKE THAT AND I DON'T KNOW HOW SAFE IT'LL STAY. THE AGENT IS ALMOST THERE. GOING SILENT.

4. (TS/TC) WHAT THE FUCK WAS THAT? YOU CUNT. FRIDAY'S DEAD, YOU KNOW THAT?

5. (TS/TC) I KNOW. HAVE A SEAT.

6. (TS/TC) HAVE A SEAT? HOW MUCH DID YOU KNOW, SENDING US IN LIKE THAT? I OUGHT TO KILL YOUR ASS.

7. (TS/TC) I KNOW. HAVE A SEAT. LET'S TALK IT THROUGH. MAYBE WE CAN FIND WAYS TO DO BETTER NEXT TIME.

8. (TS/TC) ARE YOU ALONE HERE?

9. (TS/TC) OF COURSE.

10. (TS/TC) YOU PIECE OF SHIT.

11. (TS/TC) DO YOU NEED ANYTHING? HERE'S SOME WATER.

12. (TS/TC) YOU OWE ME SOMETHING STRONGER THAN WATER.

13. (TS/TC) GET DRUNK LATER. LET'S GO THROUGH IT. YOU READY?

14. (TS/TC) FUCKING BITCH. JESUS.

15. (TS/TC) OPERATIONS OFFICER FIVE NINER THREE ALPHA SIX ROMEO NINER. OPERATION FLYWHEEL DEBRIEFING. I'M WITH OPERATIONS AGENT JASON HANLEY RIGGS.

16. (TS/TC) I CAN'T BELIEVE YOU DO THAT. YOU GET A CODE NUMBER. I GET MY REAL NAME ON THIS THING. WHAT IS THAT?

17. (TS/TC) WHAT HAPPENED TO ANNALISE FRIDA

18. (TS/TC) FOR FUCKING BLACKMAIL?

19. (TS/TC) AGENT RIGGS?

20. (TS/TC) WHAT?

21. (TS/TC) WHAT HAPPENED TO ANNALISE?

22. (TS/TC) YOU CALLED ME AGENT. I DON'T KNOW WHY. IT NEVER CLICKED BEFORE.

23. (TS/TC) WHAT CLICKED?

24. (TS/TC) WE GO INTO THE FIELD. WE JUMP IN FRONT OF THE FUCKING THRESHER. BUT WE'RE NOT EVEN DELTA GREEN, ARE WE? NOT REALLY.

25. (TS/TC) I DON'T KNOW WHAT THAT IS.

26. (TS/TC) OH FUCK OFF. I MEAN, YOU'RE IN IT. YOU'RE AN OFFICER. US? WE'RE JUST AGENTS. ASSETS. DISPOSABLE. HOW MANY OF US HAVE YOU KILLED?

27. (TS/TC) I DON'T KNOW WHAT YOU'RE TALKING ABOUT. WE'RE HERE TO DISCUSS OPERATION FLYWHEEL.

28. (TS/TC) I DON'T FIGURE YOU KILLED ANY OF US YOURSELF. WELL, MAYBE. BUT PROBABLY NOT. BUT YOU RUN THESE OPS. YOU KNOW WHAT THEY MIGHT MEAN. YOU KNOW THE STATISTICS. AND YOU SEND US ANYWAY.

29. (TS/TC) ABOUT AGENT FRIDAY–

30. (TS/TC) I'VE BEEN ON SEVEN OF THESE THINGS. THREE OR FOUR OF US ON AN OP. WE LOOK AROUND. WE TELL YOU WE NEED AN EXPERT IN ONE THING OR ANOTHER. NEED A TEAM TO HANDLE CLEANUP RIGHT. OR TACTICAL BACKUP. AND WHAT DO YOU SAY?

31. (TS/TC) WE'RE WASTING TIME, HERE.

32. (TS/TC) YOU ALWAYS SAY THE SAME THING. YOU SAY, WE SENT YOUR TEAM BECAUSE YOU'RE THE EXPERTS. YOU HANDLE IT. SAME THING, EVERY GODDAMN TIME. SEVEN OPS. I'VE PUT FOUR TEAMMATES IN THE GROUND. ANOTHER FOUR COME BACK AFTER MONTHS IN FUCKING TRACTION. AND WE'RE JUST ONE TEAM. SO HOW MANY IS THAT FOR YOU?

33. (TS/TC) OPS, THIS IS OVERWATCH. YOU NEED TO SHUT THIS DOWN.

34. (TS/TC) AGENT RIGGS, I'M NOT HERE TO ANSWER QUESTIONS. YOU KNOW THAT. YOU ALSO KNOW A DEBRIEF IS THE WRONG TIME TO BLOW OFF STEAM.

35. (TS/TC) SURE. FINE. FRIDAY GOT TOO CLOSE TO THE ROGANT ASCENDANT BEFORE SANGHA AND MACDOWELL FINISHED THE INVOCATION OF INTERBEING. THEY KNEW BETTER THAN TO STOP. IT DREW HER IN. SHE WAS ALL STRETCHED OUT IN BLOOD THAT TURNED TO SPARKS IN THE AIR.

36. (TS/TC) I'M SORRY.

37. (TS/TC) FUCK YOURSELF. SANGHA SAID HER COMING IN LIKE THAT MADE THE INVOCATION STRONGER. LIKE THROWING IN A SACRIFICE. EVEN IF SHE DIDN'T MEAN TO. MACDOWELL DIDN'T THINK SO. BUT I DON'T KNOW IF HE REALLY DIDN'T THINK SO OR HE JUST DIDN'T WANT TO THINK SO.

38. (TS/TC) WHY DID SHE GET SO CLOSE TO IT?

39. (TS/TC) TRYING TO GET SOME KID OUT OF THE WAY. FOR ALL THE GOOD THAT DID. ONE OF THE ROGANT'S KIDS. PROBABLY WOULD HAVE BEEN THE NEXT FUCKING ASCENDANT IN A FEW YEARS. WHY DO YOU SAY YOU'RE SORRY?

40. (TS/TC) FRIDAY WAS A GOOD–A GOOD WOMAN. RELIABLE.

41. (TS/TC) TWO KIDS AND A PIECE OF SHIT HUSBAND BACK HOME.

42. (TS/TC) I KNOW.

43. (TS/TC) YOU WERE ABOUT TO SAY A GOOD AGENT. RIGHT? A GOOD AGENT. A GOOD ASSET. RELIABLE. A USEFUL TOOL.

44. (TS/TC) OPS, THIS IS OVERWATCH. SAYING AGAIN, SHUT THIS DOWN. BODY LANGUAGE AIN'T RIGHT. HE'S ABOUT TO POP.

45. (TS/TC) SO HOW MANY?

46. (TS/TC) PARDON?

47. (TS/TC) HOW MANY OF US HAVE YOU LOST?

48. (TS/TC) YOU KNOW I CAN'T–

49. (TS/TC) JESUS CHRIST. I'M ONLY SEVEN OPS IN AND I'M OLD BLOOD. I'M THE OLD VETERAN. THIS IS RUSSIAN ROULETTE. AND WE KEEP SHOWING UP. I MEAN– SHIT. I GUESS IT WORKS OUT, RIGHT? THAT'S SEVEN INCURSIONS NEUTRALIZED. THESE THINGS GET UGLY WHEN THEY SPREAD. ONE DEAD AGENT GETS TWO INCURSIONS SHUT DOWN, THAT'S GOT TO BE A PRETTY GOOD DEAL.

50. (TS/TC) NINETY-TWO.

51. (TS/TC) OPS THIS IS OVERWATCH, THIS AGENT IS NOT I REPEAT NOT CLEARED FOR ANY INFORMATION ABOUT THE PROGRAM BEYOND WHAT IS STRICTLY NECESSARY FOR THE PERFORMANCE OF DUTIES SO PLEASE SHUT THE FUCK UP BEFORE THIS GETS OUT OF HAND.

52. (TS/TC) I'M SORRY, RIGGS. I DIDN'T HEAR. WHAT DID YOU SAY?

53. (TS/TC) I SAID, WHAT DO YOU MEAN, NINETY-TWO? YOU'VE PLANTED NINETY-TWO OF US?

54. (TS/TC) AS OPERATIONS OFFICER. NOT COUNTING TEAMMATES WHEN I WAS IN YOUR SHOES.

55. (TS/TC) OVERWATCH TWO, OVERWATCH THREE, PREPARE TO ENGAGE.

56. (TS/TC) OVERWATCH, THIS IS TWO. WHAT'S HAPPENING? THEY'RE JUST SITTING THERE.

57. (TS/TC) NO CHATTER, TWO.

58. (TS/TC) RIGGS, LISTEN. YOU WANT ME TO HELP YOU MAKE PEACE WITH IT. I CAN'T. I'VE SPENT ALMOST TWENTY YEARS IN THIS THING. AGENT AND HANDLER. I'VE RUN A HUNDRED OPS. SOME OF THEM SAVED LIVES. SOME OF THEM SAVED A LOT OF LIVES. EVERY LAST ONE, I ASKED FOR MORE RESOURCES. MORE BACKUP. MORE COOPERATION. WE ALL DO. AND WE ALL GET TOLD NO. AND WE ALL UNDERSTAND WHY. AND WE ALL AGREE. AND WE ALL BEG FOR MORE ANYWAY. NEXT OP, I'LL ASK FOR EVERY KIND OF ASSET THAT I CAN'T HAVE. I KNOW ROPING IN OTHER TEAMS RAISES THE RISKS OF EXPOSURE EXPONENTIALLY. BLOWBACK ON ONE IS BLOWBACK ON EVERYBODY. I'VE SEEN IT HAPPEN. BUT I'LL STILL TRY. I'LL TRY. BECAUSE FRIDAY WAS A GOOD AGENT.

59. (TS/TC) OVERWATCH, THIS IS THREE. WE GOT SOMETHING WEIRD IN THE AIR HERE. PERMISSION TO ENGAGE? OR MAYBE BUG OUT?

60. (TS/TC) WELL, RIGGS?

61. (TS/TC) OVERWATCH, THIS IS TWO. GOT AN EM SURGE. UPPER LEVELS, A BROWNSTONE, HUNDRED AND EIGHT METERS SOUTH. THIS AIN'T RIGHT.

62. (TS/TC) RIGGS?

63. (TS/TC) YOU FUCKING BITCH. SANGHA! MACDOWELL. STAND DOWN. ALL OF IT.

64. (TS/TC) OPS, GET CLEAR SO WE CAN ENGAGE.

65. (TS/TC) THIS IS TWO. THAT SURGE IS DOWN.

66. (TS/TC) THREE?

67. (TS/TC) UH. I DON'T KNOW. I THINK WE'RE, UH, BACK TO NOMINAL.

68. (TS/TC) THANK YOU, RIGGS.

69. (TS/TC) FUCK YOURSELF.

70. (TS/TC) TWO, YOU WILL ENGAGE WHEN OPS IS CLEAR. THREE, YOU'RE ON THAT BROWNSTONE.

71. (TS/TC) WE CAN PICK THIS UP LATER, AGENT. I'M GOING HOME.

72. (TS/TC) SHE WAS WORTH BETTER THAN THIS.

73. (TS/TC) I KNOW.

74. (TS/TC) FRIDAY WAS GOOD. SHE DESERVED BETTER.

75. (TS/TC) YOU ALL DO.

76. (TS/TC) OPS, ANY FUCKING DAY.

77. (TS/TC) WE'LL TALK LATER, RIGGS. KEEP THE BENCH AS LONG AS YOU LIKE.

>> Don't Roll Dice

If things are calm and under control, go with the story.

How Much Skill Does the Task Require?	
Only a little training; a hobbyist	20%
Basic training or a college minor	30%
Years of experience or a college major	40%
Decades of experience or graduate degree	60%
A lifetime's mastery	80%

How Much Stat Does the Task Require?	
Anyone could do it	3–4
Nearly anyone could do it	5–8
An average person could do it	9–12
Only an unusually gifted person could do it	13–16
Only a prodigy could do it	17–18

>> Roll Dice

If it's a crisis and things are out of control, go with a roll.

Bonuses and Penalties	
Most of the Time	No modifier
In Unusual Circumstances	+20% or –20%
Rarely	+40% or –40%

Success and Failure	
Critical Success	A success that rolls 01 or matching dice
Success	Roll equal to or lower than the chance of success
Failure	Roll higher than the chance of success
Critical Failure	Failure with matching dice

The Luck Roll	
Not skill or talent but blind luck	A flat 50% chance

>> Opposed Tests

Circumstance	Outcome
No Roll Required	Highest rating wins
Both Rolls Succeed, Neither Critical	Highest roll wins
Both Rolls Fail, Neither Critical	Lowest roll wins

>> Pursuit

Pursuit Type	Successes Required
Typical	1 more than opponent
Long	2 more than opponent
Exceptional	3 more than opponent

>> Skill List

Combat
- Alertness (20%)
- Artillery (0%)
- Demolitions (0%)
- Dodge (30%)
- Firearms (20%)
- Heavy Weapons (0%)
- Melee Weapons (30%)
- Unarmed Combat (40%)

Communication
- Foreign Language (0%)
- HUMINT (10%)
- Persuade (20%)
- Psychotherapy (10%)

Investigation
- Alertness (20%)
- Criminology (10%)
- Disguise (10%)
- Forensics (0%)
- Search (20%)
- Stealth (10%)
- Survival (10%)

Medical
- First Aid (10%)
- Medicine (0%)
- Pharmacy (0%)
- Psychotherapy (10%)
- Surgery (0%)

Pursuit
- Athletics (30%)
- Drive (20%)
- Navigate (10%)
- Pilot (0%)
- Ride (10%)
- Swim (20%)

Research
- Anthropology (0%)
- Archeology (0%)
- Computer Science (0%)
- Criminology (10%)
- History (10%)
- Occult (10%)
- Science (0%)
- SIGINT 0%)

Professional
- Art (0%)
- Accounting (10%)
- Bureaucracy (10%)
- Craft (0%)
- Heavy Machinery (0%)
- Law (0%)
- Military Science (0%)

>> Defense Rolls

A defense roll opposes attack rolls.

Dodging

- Opposes **Melee Weapons** and **Unarmed Combat.**
- Allows running for cover to escape ranged attacks before the guns fire.
- Never inflicts damage.

Attacking or Fighting Back

- Opposes **Melee Weapons** and **Unarmed Combat.**
- No effect on a ranged attack unless close enough to push the weapon away.
- Includes an **OFFENSIVE ACTION:** *attack, called shot, disarm, or pin.*

>> Reacting to Attacks

An Agent who is attacked can **Dodge** or **Fight Back** even before his or her time to act in a turn. That becomes the Agent's action. An Agent who has already acted cannot **Dodge** or fight back.

>> Combat Actions

Each combatant can take one action per turn. They act in order of DEX, highest to lowest.

Action	Effect	Does It Serve As a Defense Roll?
Aim	Adds +20% to the next attack roll	No
Attack	Inflicts damage	Only with **Melee Weapons** or **Unarmed Combat**
Called Shot	Ignores cover or armor; at –20% to hit or –40% if especially hard.	Only with **Melee Weapons** or **Unarmed Combat**
Disarm	Forces target to drop something. Uses **Unarmed Combat**.	Only with **Melee Weapons** or **Unarmed Combat**
Dodge	Defends against an attack. Uses **Dodge**.	Yes
Escape	Break free of being pinned. Uses **STR×5** or **Unarmed Combat**.	Yes
Fight Back	Defend against an attack and counterattacks. Uses **Melee Weapons** or **Unarmed Combat**.	Yes
Move	Jog 10 m., run 20 m., or sprint 30 m. (Usually an Agent can go about 3 m. as part of another action.)	No
Pin	Hold a target down. A pinned character can take no actions except attempting to escape.	Yes
Wait	Act immediately after someone else's action this turn.	Varies
Anything else	Something that takes a moment's concentration instead of taking some other action.	No

>> Combat Modifiers

Bonuses and penalties apply only in unusual circumstances. Modifiers can go no higher than +40% or lower than –40%. An 01 always critically hits and a 100 always fumbles.

Circumstance	+20% Bonus	–20% Penalty	–40% Penalty
Very Long or Very Short Range	Point-blank range (3 m.) or a shotgun	Beyond base range (up to 2×)	Beyond 2× base range (up to 5×)
Unusual Target Concealment or Visibility	Using a laser sight	Terrible visibility due to smoke or darkness	Little to no visibility
Called Shot or Area Attack	Explosive weapon	Target about half covered or smaller than a human body	Target mostly covered or very small
Unusual Target Condition—Ranged Attack	Target standing totally still	Target prone or running	Target moving as fast as a speeding car
Unusual Target Condition—Melee Attack	Target pinned down or standing totally still	Target in a vehicle or running	Target moving as fast as a speeding car
Unusual Attacker Condition	Carefully aiming for a full turn	Hit by pepper spray; shocked by a stun gun; exhausted	Tear gas; staggered by a stun grenade

>> Hazards

At the Handler's discretion, a **DEX×5** or **CON×5** roll halves damage.

Intensity	Damage	Examples
Moderate	1D6	Falling 3 m. Open flames (every turn). Serious illness (every few days).
Deadly	2D6	Falling 6 m. In a car crash without a seatbelt. A massive fire (every turn).
Catastrophic	Lethality 10%	Falling 10 m. Incineration (every turn). Rattlesnake venom.
Horrific	Lethality 20%	Falling 20 m. Hit by a car. Hydrogen cyanide gas.

// Wounds & Ailments //

Damage

- **LOSE ½ CURRENT HP:** Stunned. Roll CON×5 each turn to recover.
- **AT 1–2 HP:** Unconscious. Roll CON×5 to avoid being permanently crippled.
- **AT 0 HP:** Dead. Unless the Handler says otherwise.

Body Armor

- **VS. DAMAGE:** Reduces damage by Armor Points.
- **VS. SUCCESSFUL LETHALITY:** No effect.

Protective Cover

- **VS. DAMAGE:** Reduces damage by 10 for a thick wall.
- **VS. LETHALITY:** Lethality automatically fails.

Lethality Roll

- **SUCCESS:** The threat instantly reduces the target to 0 HP.
- **FAILURE:** Add the two percentile dice together as D10s. The target takes that much damage.
- **HUGE:** If a target is larger than human, don't roll Lethality. The target takes the Lethality rating as damage.

Kill Radius

+20% to hit if it's an explosion.

- **HIT:** Roll **Lethality** for all in the radius (unless the Handler says otherwise). Everyone who survives is suppressed.
- **MISS:** Everyone who would have been in the radius had it hit is suppressed.
- **SUPPRESSION:** Each not adapted to violence must hide or go prone for their next action or lose 1 SAN.

// Obtaining Equipment & Services //

Do They Already Have It?

- **THE OP:** Is the item appropriate to the cover investigation?
- **THE AGENT:** Is it appropriate to an Agent's background?
- **ROLL:** If the answer is not obvious, roll INT×5 or Luck. Roll at –20% for a Major expense or –40% for an Extreme expense.
- **LIMITS:** Unless the Handler says otherwise, the Agents begin with no more than two Incidental, Standard, or Unusual expenses each, no more than one Major or Extreme expense for the group, and none that are Restricted.

>> Spending Your Own Money

Heavy spending often means heavy debt. You can opt to roll Accounting instead of INT×5. If your Agent is unusually wealthy, treat items as one category less expensive.

Expense	Roll	Success	Failure
▲ **Standard** *$200 to $800*	**INT×5**	Obtain the item	…but a non-DG Bond drops by 1
△ **Unusual** *$1,000 to $5,000*	none	…but a non-DG Bond drops by 1	
▲ **Major** *$6,000 to $30,000*	**INT×5**	…but each non-DG Bond drops by 1	…but a non-DG Bond drops by 1D4 and all others drop by 1
▲ **Extreme** *$36,000+*	none	…but each non-DG Bond drops by 1D4	

>> Official Requisition

Review applies with success or failure. Acceleration requires badgering officials. Accelerating a Major or Extreme expense requires a high-priority cover operation.

Expense	Roll	Time	Official Review
▲ Standard	**Bureaucracy**	A day or two	If restricted
	If accelerated:	*A few hours*	*If restricted or a **CHA×5** test fails*
△ Unusual	**Bureaucracy**	A few days	If restricted
	If accelerated:	*A day or two*	*If restricted or a **CHA×5** test fails*
▲ Major	**Bureaucracy** at 20%	A few weeks	Always
	If accelerated:	*A few days*	
▲ Extreme	**Bureaucracy** at 40%	A few months	Always
	If accelerated:	*A few days*	

>> Sample SAN Losses

Suffering Violence	Loss
Ambushed by gunfire	0/1
Find a corpse or a mangled carcass	0/1
Find mutilated corpse of infant or loved one	0/1D4
Stabbed, strangled or shot	0/1D4
Suffer a permanent injury	0/1D6
Set on fire	0/1D6
Reduced to 2 HP or fewer	0/1D6
Tortured	0/1D8

Inflicting Violence	Loss
Incapacitate or cripple an innocent	0/1D4
Shove teammates' bodies into an incinerator to thwart an investigation	0/1D4
Kill in defense of oneself or another*	0/1D4
Kill a murderous enemy in cold blood*	0/1D6
Torture a victim	0/1D8
Accidentally kill an innocent	0/1D8
Kill an innocent in cold blood, even for a very good reason*	1/1D10

* For a failed roll, add 1 per victim beyond the first, up to the maximum possible roll: 4 for 1D4, 6 for 1D6, etc.

The Unnatural	Loss
Attempting Psychotherapy of a character who lost **SAN** to the Unnatural	0/1
Witnessing a supernatural effect that's apparently benign	0/1
Witnessing a violent supernatural effect	0/1D6
Seeing a corpse walk	0/1D6
Subjected to an overtly supernatural effect	0/1D6
Suffering a violent supernatural assault	1/1D8 or more

Helplessness	Loss
Being fired from one's job	0/1
Nearly get a Bond hurt or killed	0/1
Being informed of unexpected bankruptcy	0/1
A Bond's score is reduced to 0	0/1D4
Sentenced to a prison term	0/1D4
Waking paralyzed or blind	0/1D4
Find a friend's remains	0/1D4
A bond suffers a disorder or permanent injury	1/1D4
Flung into a pit of corpses	0/1D4
See or hear a friend gruesomely killed	0/1D6
Learn a Bond has been killed	1/1D6
See or hear a Bond gruesomely killed	1/1D8

How to Reduce SAN Loss

- **ADAPTATION TO VIOLENCE:** Automatically succeed at **SAN** tests for violence.
- **ADAPTATION TO HELPLESSNESS:** Automatically succeed at **SAN** tests for helplessness.
- **PROJECTING TRAUMA:** Reduce WP, a Bond, and the **SAN** loss by the same 1D4 roll.

How to Go Insane

- **DISORDER TAKES OVER:** Lose 2+ from a single event.
- **TEMPORARY INSTANITY:** Lose 5+ from a single event.
- **NEW DISORDER:** SAN reaches the Breaking Point.

How to Repress Insanity

Reduce WP and a Bond by 1D4. Attempt a **SAN** test to stifle the effects of a disorder or temporary insanity.

>> Recovering Willpower Points

Action	Effect
Get a full night's sleep	Recover 1D6 WP, no longer exhausted
Engage in personal motivations in ways the Handler finds compelling	Recover 1 WP

>> Low Willpower Points

Amount	Effect
1 or 2 WP	Every action is at a –20% penalty.
0 WP	Fail all tests, including **SAN** rolls. Unconscious or incapacitated by an emotional meltdown.

Exhaustion

Suffer a –10% or –20% penalty to all tests, including **SAN** rolls.

- **WORK FOR CON HOURS STRAIGHT:** Lose 1D6 WP; exhausted
- **A NIGHT WITHOUT SLEEP:** Lose 1D6 WP; exhausted
- **STIMULANTS*:** Remove penalty for 1D6 hours
- **HARD DRUGS*:** Remove penalty for 2D6 hours

Getting to Sleep

A full night's sleep requires a **SAN** test after suffering temporary insanity or hitting the Breaking Point.

- **DEPRESSANTS*:** Drinking or taking sleeping pills gives a +20% bonus to the **SAN** test to get a full night's sleep.*

**Frequent use of stimulants or depressants makes addiction likely for the next disorder.*

TEMPORARY INSANITY	MENTAL DISORDER
Handler chooses the most appropriate: » **FLEE:** Run away incoherently. » **FIGHT:** Mindlessly attack anyone in sight. » **SUBMIT:** Curl into a helpless ball.	See the disorder's description in the *Agent's Handbook* for circumstances that can allow it to take over. Most common are losing 2+ **SAN** or facing a direct trigger.

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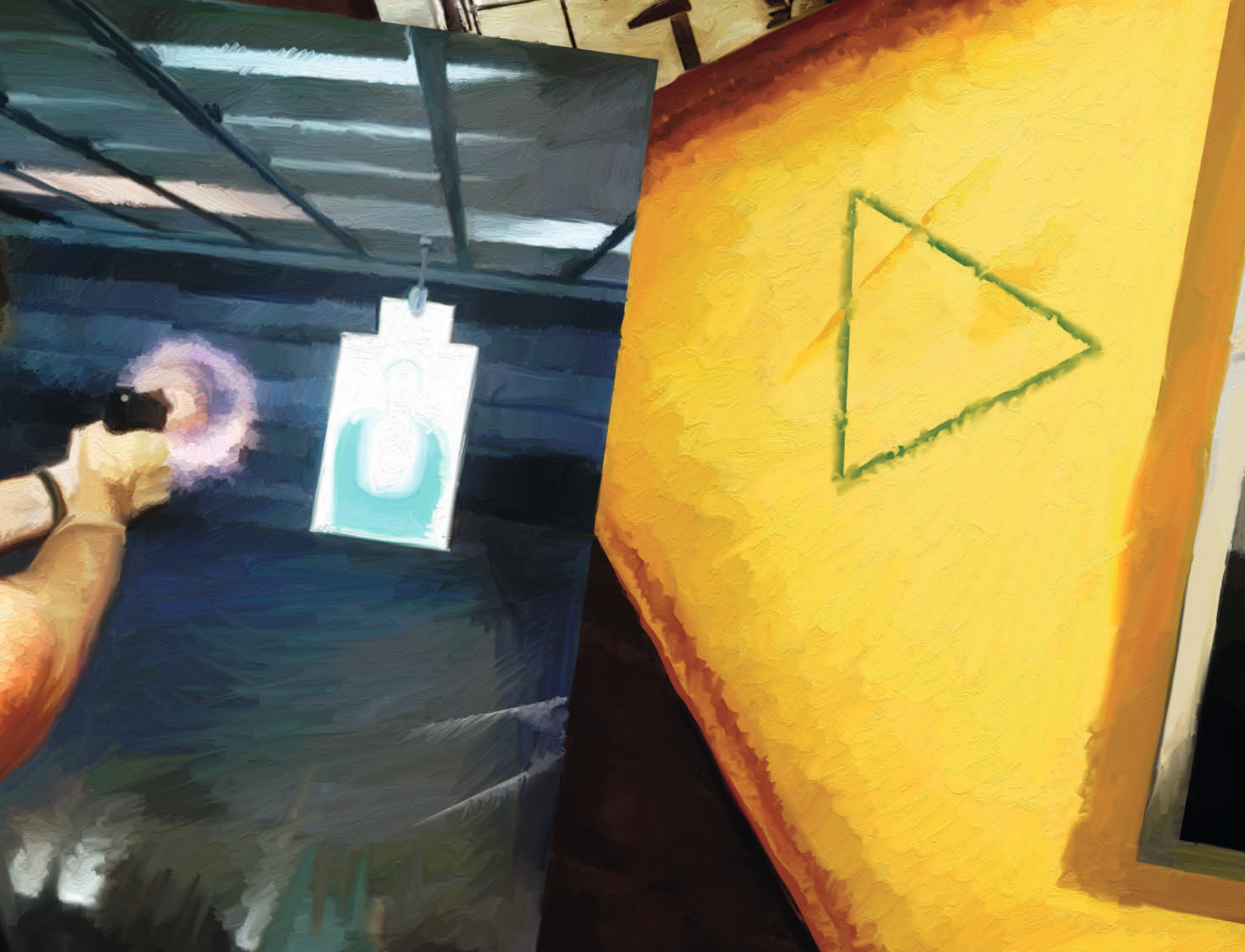

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